

# EVERSON/NOOKSACK 3 ON 3 BASKETBALL

## GAME RULES

### GAMES

Games are played to 20 points or 20 minute limit, whichever comes first. There will be a 20 minute running clock except for the last minute of the game. The first team to 20 points wins.

### SCORING

Each basket or free throw is worth one point, and a shot behind the three point line is worth 2 points (if there is a 3 pt line) Each team is allowed one (1) minute time out per game. After each basket the ball will be checked behind the 3 point line and **must be passed in to start play**. On defensive rebounds teams must clear the ball and their whole body back behind the top of the key (a designated line) (No Pressing)

### BASKETBALL SIZE

Boys ages 7<sup>th</sup> grade and above will use a men's regulation size ball and all other groups will use a women's size ball.

### FREE THROW SHOOTING DISTANCE

2<sup>nd</sup>-4<sup>th</sup> grade will shoot one step closer on all foul shots. All other age groups will shoot from the free throw line or the designated foul line.

### TWO-POINT SHOOTING DISTANCE

The distance for the two-point shooting is regulation three point line. If the court doesn't have a three point line there will be no two point shots.

### STEALING THE BALL

Players in all age categories may steal the ball when it is being passed or dribbled. There is a no-steal rule in the 2<sup>nd</sup>-4<sup>th</sup> grade division when someone is holding the ball.

### DEFENSE

Players in all age categories must guard a player. There is no zone defense allowed. In 2<sup>nd</sup>-4<sup>th</sup> grade division players must be within a reasonable distance of their player.

### FOULS

When a player is fouled it will result in one free throw, except on successful field goals, in which case the basket counts and no free throws shot is awarded. During a free throw, opposing players may not intentionally disrupt the shooter's unhindered throw. A change in possession will result regardless of whether the free throw shot is made or missed. After a foul shot, the ball will be placed into play from the back-court line. Incidental contact between opponents shall not result in a called foul unless such contact results in a meaningful disadvantage. Court monitors will referee all games and their decisions are final.

### A. TECHNICAL FOULS

A technical foul will be called for unsportsmanlike acts such as taunting, baiting, or trash talk. Taunting and baiting can involve derogatory remarks or gestures that incite or insult a player. Trash talk involves a deeply personal, verbal attack directed toward any person involved in the event. A technical foul results in one point for the offended team and possession of the ball.

### B. FLAGRANT FOULS

A flagrant foul may be of a violent or aggressive nature, or an act which displays unacceptable conduct. It may or may not be intentional. It may involve violent or aggressive contact such as striking, kicking, kneeling, moving under an opponent who is in the air, and crouching or hipping in a manner which could cause severe injury to the opponent. It may also involve dead ball contact or dialogue which is extreme, persistent, aggressive, or abusive. A flagrant foul results in one point for the offended team and possession of the ball. The player committing the foul will be suspended from play for the remainder of that game and possibly the tournament.

### STALLING

Stalling is prohibited. Stalling is a style of play in which a team does not actively attempt to advance the basketball toward the basket and shoot the ball at the basket. It is a method used in an attempt to run out the game clock and preserve a win. Stalling is considered an unsportsmanlike act and will result in a technical foul against the offending team.

### WHICH TEAM RECEIVES THE BALL FIRST

Rock, paper, scissors prior to each game will determine which team gets the ball out-of-bounds first. Alternating possession on every jump ball after that.

### LENGTH OF GAMES/OVERTIME

If the teams don't get to 20 points in 20 minutes then the team who has the most points will be the winner. If the game is tied after 20 minutes then the teams will have a free throw shoot off to determine the winner. Team A will shoot a free throw, if they make it, Team B has a chance to tie. If Team B makes their free throw then two different shooters from each team continue. If Team B misses and Team A makes then Team A wins. No interference with shooters. No shooter can shoot two times in the free throw shoot off until everyone else on their team has shot once.

**CHECKED BALL**

The ball must be checked by an opposing player before it is put into play. Then must then be passed to begin play. No smothering this player because they have to pass to begin play. Give them space to make a pass.

**TAKING IT BACK**

The ball will be "taken back" on each change of possession, regardless of whether or not a shot was attempted. Failure to "take it back" results in warnings to "take it back." It could possibly also involve loss of possession and any points scored just scored. "Taking it back" means bringing your whole body and the ball behind the dashed "take it back" line, not the sidelines or 2 point arc. There is no press when taking the ball back. As soon as the defensive team has possession of the ball the other team can't interfere. The ball must be passed or dribbled when "taken back."

**SUBSTITUTIONS**

Substitutions may only be made during a time-out or a dead ball situation.

**TIME-OUT**

Each team is allowed a single one minute time-out per game. The clock will stop running during a time-out.

**COURT MONITORS/REFS**

Court monitor/referee/tournament officials are final, and are not subject to review by video or other recordings, or other sources.

**CHAMPIONSHIP/PLACEMENT GAMES**

Records will be used first to determine placements in the championship/placement games. If team records are tied it will go to the tie breaker of least points given up.

Rules adopted from Spokane Hoopfest  
<http://www.spokanehoopfest.net/>